



Glimmers:

The servitors of the Cyclopedians, in Greyvall they tend to the needs of their giant charges. Capable of gliding short distances, these small, humanoid, almost Fey-like creatures can often be seen in among the stacks and shelves of books and scrolls in the City of Tomes. When a Cyclopedian calls for a new book or wishes to reference some piece of information, it is to the Glimmers that he calls. With a strength belied by their size, Glimmers are capable of delivering heavy books to any location within Gadun.

Outside of the confines of the city, the Glimmers are often found running errands and searching the wider world for new and ancient texts to take back to Gadun. As Glimmers are required to evaluate the texts so as not to waste the Cyclopedian's time with redundant books and useless manuscripts, they read well and are often the first to encounter any magics some books might have. Given proper training in this procedure by the Glimmer elders, they never read too deeply and often the only magic they pick up is of the sympathetic variety. Stories are told, however, of young trainee Glimmers who did not heed their training and peeked at the end of their new found books, much to the chagrin of those sent out to scrape up their remains. The sympathetic magics they do manage to learn though can be quite effective if used in the right ways and the Glimmers are nothing if not quick witted and very capable of finding just the right way for any situation.

Racial Stunts:

Glide and Go Unnoticed or Cook the Books or Sympathetic Magic

Glide – Allows a Glimmer to Glide a short distance and avoid damage from falling.

Go Unnoticed – Used to not disrupting their Cyclopedian masters, Glimmers have learned to move silently and without being seen.

Cook the Books – Chances are, if a Glimmer needs a particular piece of information, he has a book about him for the purpose.

Sympathetic Magic – Give a Glimmer a piece of something, or allow him to observe it for a good amount of time, and he may be able to fashion a way to work magic upon it.

Racial Skills:

Contacts

Cunning

Empathy

Investigate

Lore

Rapport

Resources

Stealth

Craft: Tomes

Craft: Runes

Craft: Fetish



Gorilataurs:

Located in the Barbarian Holds, the Gorilataurs, sometimes called Sama's People, are a species known for their prowess in battle. While claiming no specific individual as their overall leader, the one known as Sama the Awesome holds sway over them by virtue of strength of arms. When Sama calls, the Gorilataurs answer willingly, because nothing pleases them more than a good fight and Sama has never disappointed.

When not engaged on behalf of Sama, the Gorilataurs organize themselves along tribal lines dictated by a method only they know. They are loyal to a fault and, once set on a mission or into a battle, they fight unwaveringly until they fall or have completed their task.

Years in the wild have given them a keen understanding of nature and made them closer to it. They are not an unintelligent species, nor are they primitive, but they are closer to their primal side than most others and the more advanced trappings of the world hold little interest for them.

They do understand the forge though, and if you have need of weapons and armor, there are few in the world as skilled as even the average Gorilataur.

They are cunning in battle and equally as able to outline strategy and tactics as they are to carry them out. It is a lucky army that can count Sama's People on their side and not against them.

The Barbarian Holds are harsh lands, cut in half to the South by the Tumunzar Mountains, and occupied in the North by, until recently, the forces of the Goblin King, while sharing a common border with the Rakheune. Frankly, the Gorilataur wouldn't haven't it any other way as this has always afforded them ample opportunity to hone their martial skills.

Racial Stunts:

Ferocious Charge or **Primal Roar** or **Tactical Genius**

Ferocious Charge: A Gorilataur is not above lowering his head and charging into battle for an advantage.

Primal Roar: Nothing sets the enemy quaking like the sound of one of Sama's People entering the battlefield.

Tactical Genius: No finer mind for war and battle exists than the one between a Gorilataur's horns.

Racial Skills:

Cunning

Fight

Lore

Perception

Physique

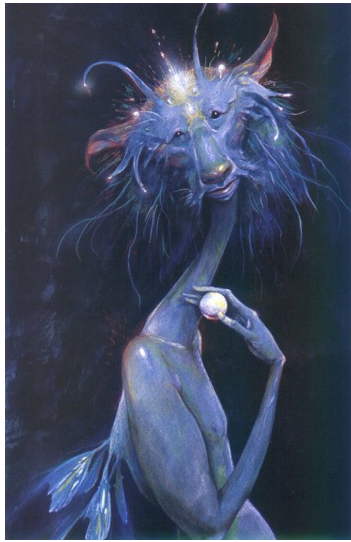
Provoke

Range

Will

Craft Weapons

Craft Armor



Rakheune:

They slayed the dragons.

They brought low the elves.

Whenever a strange or unexplained event occurs in Quinoth, all eyes turn towards the Rakheune. Are they responsible for the sudden appearance of the Sss'ssk? How long have they existed? Where did they come from? How did they do what they did to the elves and dragons? No one but the Rakheune themselves know.

Fortunately, they may never have an opportunity to wield true power on Quinoth. Internal fighting between numerous factions of their own, the Gorilataurs to their West and Dragonrend to their East seems to be keeping them occupied for the time being.

A devious and mistrusted species, the Rakheune by and large keep to themselves. Any given Rakheune is generally non-offensive to be around, though no one seems to trust them far enough to really get to know them.

They have powerful abilities as a whole, but any individual seems to only manifest one aspect of those abilities and they generally organize themselves into factions that share a particular ability. Representatives from these factions are on a sort of ruling council when major decisions are needed and only when all factions agree do the Rakheune then take action. They've been quiet for many years, but lately, more and more are being seen abroad outside their own lands.

And this makes folks nervous. Although, when you think about it, what have they actually done wrong?

Racial Stunts:

Invitation to Temptation (pick one)

Lust – Cause target to lust after someone or something

Gluttony – Cause target to overindulge in something

Greed – Cause target to desire excessive amounts of something

Sloth – Cause target to lose interest in something or a particular activity

Wrath – Target conceives an irrational hatred of someone or something

Envy – Target believes he deserves someone or something

Pride – Target takes inordinately high opinion of some aspect of himself or something he has done

(These are not a form of mind control, work with GM to define)

Racial Skills:

Athletics

Cunning

Deceive

Provoke

Rapport

Resources

Stealth

Craft Metalworking

Craft Clothing

Ride



Shedders:

2,000 years ago, mighty dragons plied the skies of Quinoth and scorched the lands beneath at a whim. Many of their land-bound brethren took their toll of any settlements and towns they came across and dragon-kin roamed the countryside freely. They were feared throughout the land.

At once majestic and prideful, cunning and powerful they were almost as gods. Almost.

Legend says they eventually met the Rakheune and soon after were cast down. In the intervening centuries many people have speculated at the means by which it was done, but most seem to agree it was some kind of curse. The Rakheune aren't telling.

Now little more than devolved and drastically diluted dragon bloodlines, they are called Shedders by the people of Quinoth due to their annual need to shed their skin. They are treated as a feral, barbaric (in the worst sense) species whose types run the range from smooth scaled humanoid down to bestial, deformed dragon-like creatures almost all of whom have made their home in Dragonrend.

Most of those intelligent enough to interact with society at large do so from a much humbler perspective than their relatives of old.

They do have one advantage though — they are capable of producing, from their own venom, the only known healing salve in the whole of Quinoth; capable of healing the most grievous physical wounds and non-magical illnesses in a much reduced time. This alone is enough to ensure them a place on the world stage as it works for all species.

Racial Stunts:

Malleable Venom or **Elemental Breath** or **Regrow Limb**

Malleable Venom – Shedders are capable of producing a healing venom once a day sufficient to help one person recover from illness or wounds. (Their venom is otherwise only sufficient to kill prey animals.)

Elemental Breath – Occasionally, a Shedder is born capable of producing a weak breath attack reminiscent of his ancient ancestors once a day. (Specify type)

Regrow Limb – A Shedder who loses a limb in battle or due to injury may slowly regrow it over time.

Racial Skills:

Deceive

Fight

Investigate

Perception

Physique

Stealth

Will

Burglary

Craft Traps

Craft Medicine



Dvomes:

The Dvomes range far from their homelands in the Dvome Expanse seeking new opportunities for trade. They say that if you ever see a Dvome without some salable goods about him it is only because he sold them all and now has a fat coin purse hidden in his robes.

At times dour and serious, while at others light-hearted and amiable, a Dvome prides himself on being able to deal with any intelligent species to their mutual benefit. When it comes to matters of money and trade they are logical, driven, and some even say, ruthless in deal making. If not for the Dvomes though, all of Quinoth would be much poorer and less well off. The bits of coin that move in the world, move because of Dvomes.

Many speculate that the Dvomes are a halfbreed species, though what the originals might have been is unknown. Generally they come in two types, small, lithe individuals and more hardy, stocky types. For all practical purposes they are otherwise identical when it comes to financial matters.

Dvomes are not to be taken lightly in combat just because they are merchants. They are known to be crafty and cunning fighters when cornered and one never knows just what they might have about their person.

Racial Stunts:

Skrewd Negotiation or **Right Tool for the Job** or **Crackpot Invention**

Skrewd Negotiation – It is difficult to put one over on a Dvome; they often come out on top in most negotiations.

Right Tool for the Job – With the variety of items Dvomes trade in and for, they probably have just the tool they need for a particular job at least once a day.

Crackpot Invention – Chances are, if you can think of it, someone has probably invented it and traded it to a Dvome. It might even work as intended.

Racial Skills:

Athletics

Contacts

Cunning

Empathy

Linguistics

Physique

Rapport

Resources

Will

Craft Tradegoods

Craft Foodstuffs

Ride



Lyverint:

A century or so ago the Elves of The Nightlands sought to broaden their influence in Quinoth believing that they were the one, true race left. The Elves believed that the gifts they could offer the world would be sufficient to ensure an undying love of the elves and so unite Quinoth under one flag and one rule.

A contingent of Rakheune were the first to join the newly forming Elf Empire and, for a time, it seemed as if things were going well. The Rakheune seemed to be intent on fostering the spirit of love and leadership between the elves and the other peoples of Quinoth.

But one day, the Elves awoke to find that they were no longer in control of their own Empire and that the Rakheune had taken over. And stranger still, they found they did not mind for they had more important things to worry about. Instead, they lusted. And what they lusted for, more than anything else, was the blood of their fellow elves.

As if they had completed some great works, the Rakheune soon departed and left the elves to their own devices. No elf stepped into the power vacuum, for no elf lusted after the power any longer.

In fact, soon, true elves were hard to find at all, instead the newly corrupted elves began calling themselves the Lyverint and as their number grew, the number of true elves dwindled.

Fortunately the craving seems only to be for elvish blood and the Lyverint interact with the other races without difficulty.. Meanwhile, their empire becomes increasingly more decadent and it's people more self-indulgent. Each new generation of Lyverint finds itself more susceptible to the curse and the high that comes from feeding is more addictive. Few heads among the Lyverint remain wise enough to recognise the danger, but those that do know they are on borrowed time.

Racial Stunts:

Ancient Magic Trick or Aura of Unease or Heightened Sense

Ancient Magic Trick – A few Lyverint still know some of the old magic and can use it occasionally. (Talk to GM to work out details)

Aura of Unease – Even though Lyverints only crave Elven blood, the very idea is often off putting when interacting with others and may provide a bonus due to their unease.

Heightened Sense – Lyverint are better able to sense some things than other species are, particularly as it relates to the curse. (Pick a sense.)

Racial Skills:

Athletics

Deceive

Fight

Investigate

Lore

Perception

Provoke

Range

Craft Weapons

Craft Instruments



Sss'ssk



Hrr'kn

Hrr'kn:

Before you can understand the Hrr'kn, you must understand their brothers, the Sss'ssk.

It is said that you will never meet the same Sss'ssk twice and this may be true. It is difficult to know for sure. They are an insectile species with a hive mind. While you may never meet the same Sss'ssk twice, any Sss'ssk you do meet is likely to know and 'remember' you once you have met one. It is quite literally possible to be a friend to all Sss'ssk.

The Sss'ssk first appeared in what is now known as The Nesting Hills. The former residents have either learned to work with them, or abandoned the area entirely.

They enjoy a harmonious caste society, controlled by the collective hive mind and most Sss'ssk encountered are either warriors or workers.

Each Sss'ssk carries at least one crystal on his carapace and this serves as an amplification device. Sss'ssk do not 'hear' in the same way other species do, instead picking up the vibrations of speech and other sounds. As long as they have their crystals they are quite as adept at communicating as anyone else.

Occasionally, a Sss'ssk, for unknown reasons, begins accumulating crystals and attaching them to it's carapace. When enough have been accumulated the Sss'ssk will undergo a transformation and become what is known as a Hrr'kn. Hrr'kn are revered in Sss'ssk society and are the primary means by which the Sss'ssk interact with the outside world. Hrr'kn are often thought of as being somewhat detached and introspective and seem not to interact with the hive mind as often.

While not seen as leaders of Sss'ssk society, no Hrr'kn is ever willingly disobeyed and any Sss'ssk nearby will often stop what they are doing to attend to a Hrr'kn in need.

Racial Stunts:

Acoustic Replication or ***Electrified Carapace*** or ***Harmonic Liquefaction***

Acoustic Replication – Any sound a Hrr'kn can 'hear' can, by specially vibrating his mouth parts and crystals, be replicated reasonably accurately.

Electrified Carapace – Piezo-electrical charges can build up on a Hrr'kn carapace sufficiently enough to produce a hard electrical zap once per encounter.

Harmonic Liquefaction – By vibrating its feet and body rapidly enough, a Hrr'kn can cause an area of ground nearby to temporarily act as a pool of liquid once a day.

Racial Skills:

Athletics

Empathy

Investigate

Lore

Linguistics

Perception

Physique

Resources

Will

Craft Gems

Craft Stoneworking